

information generated at block 822 to the graphics processor 107. This may also include providing the effects information associated with the object (block 824) to the graphics processor 107. If a graphics processor such as the graphics processor 107A of FIG. 6A is used, displaying the object may include the microprocessor 104 performing "Transform and Lighting" processing on the 3D primitive information generated at block 822 to generate 2D primitive information. Then, the 2D primitive information may be provided to graphics processor 107. Next, the graphics processor 107 may generate one or more control signals that control display unit 70 to display an image of the object such that it appears to be transparent.

[0160] In some embodiments, the graphics processor 107 may combine the color information of the object with the color information of the image "behind" the object such that the object appears transparent. Any number of techniques may be used to combine the color information of the object with that of the underlying image, including techniques known to those of ordinary skill in the art. Such known techniques include "alpha blending," "screen-door" techniques, filtered transparency techniques, etc.

[0161] As described with reference to FIGS. 6A and 6B, in some embodiments, graphics processor 107 may include an external overlay input with an ability to configure the external overlay as transparent. FIG. 27 is flow diagram of an embodiment of a method 850 for generating a transparent object with such graphics processors. At block 852, a bitmap of the object as it is to be displayed on the display unit (except for its transparency) is generated. The bitmap may be generated when needed, generated ahead of time and stored in a memory, etc.

[0162] At block 854, the bitmap may be provided to the graphics processor 107. The bitmap may be provided to graphics processor 107 via its external overlay input (if included), a shared input or input/output interface, etc. At block 856, the graphics processor is instructed to display the bitmap as a transparent overlay. This may include indicating the location at which the bitmap is to be displayed on a screen, a degree of transparency, etc.

[0163] The above examples describe a single transparent object. It will be apparent to those of ordinary skill in the art, however, that there may be multiple transparent objects as well (e.g., 2, 3, 4, etc.). In these embodiments, two or more of the transparent objects may overlap when viewed from the viewpoint. In these embodiments, the color information from the game display and multiple transparent objects may be combined.

[0164] In the above description, various methods have been described with reference to flow diagrams. It will be apparent to one of ordinary skill in the art that each of these methods may be implemented, in whole or in part, by software, hardware, and/or firmware. If implemented, in whole or in part, by software, the software may be stored on a tangible medium such as a CD-ROM, a floppy disk, a hard drive, a digital versatile disk (DVD), a read-only memory (ROM), etc. Further, although the examples described above were described with reference to various flow diagrams, one of ordinary skill in the art will appreciate that many other methods may alternatively be used. For example, the order of execution of the blocks may be changed, and/or some or all of the blocks may be changed, eliminated, or combined.

What is claimed is:

1. A gaming apparatus, comprising:
 - a display unit;
 - a value input device;
 - a controller operatively coupled to the display unit and the value input device,
 - the controller comprising a microprocessor and a memory operatively coupled to the microprocessor,
 - the controller being configured to allow a person to make a wager,
 - the controller being configured to generate a graphical three dimensional (3D) representation of a game, the graphical 3D representation including at least one payline, the graphical 3D representation comprising graphics primitives in a 3D space, and
 - the controller being configured to convert a view of the graphical 3D representation into display data for display on the display unit.
2. A gaming apparatus as defined in claim 1, wherein the game is a reel-type slot machine game.
3. A gaming apparatus as defined in claim 1, wherein the game is a checkers game.
4. A gaming apparatus as defined in claim 1, wherein the game is an Othello game.
5. A gaming apparatus as defined in claim 1, wherein the display unit includes a two dimensional (2D) display, and wherein the display data includes 2D display data.
6. A gaming apparatus as defined in claim 1, wherein the display unit includes a three dimensional (3D) display, and wherein the display data includes 3D display data.
7. A gaming apparatus as defined in claim 1, wherein the controller further comprises a graphics processor separate from the microprocessor, the graphics processor operatively coupled to the microprocessor.
8. A gaming apparatus as defined in claim 7, wherein the microprocessor is configured to convert the view of the graphical three dimensional representation into a graphical two dimensional (2D) view, and wherein the graphics processor is configured to convert the graphical 2D view into the display data.
9. A gaming apparatus as defined in claim 7, wherein the microprocessor is configured to provide indications of the graphics primitives in the three dimensional (3D) space to the graphics processor, and wherein the graphics processor is configured to convert the view of the graphical 3D representation into the display data.
10. A gaming apparatus as defined in claim 9, wherein the graphics processor is configured to convert the view of the graphical three dimensional representation into a graphical two dimensional (2D) view, and to convert the graphical 2D view into the display data.
11. A gaming apparatus as defined in claim 1, wherein the graphics primitives in the three dimensional (3D) space corresponding to the at least one payline define a two dimensional object in the 3D space.
12. A gaming apparatus as defined in claim 11, wherein the two dimensional object comprises a plurality of polygon primitives lying in a common plane in the three dimensional space.